

IN THE CLAIMS

The following listing of claims will replace all prior versions and listings of claims in the application.

1. (Canceled)
2. (Currently Amended) ~~The data model of claim 1, further comprising:~~ A queues data model for interacting with intelligent agents that perform tasks on a computer network by relating a list of tasks to be performed by the intelligent agents with specific agent commands and agent command outputs, said data model comprising:
 - a plurality of agent queues entities that represent a list of tasks to be performed by the intelligent agents on a computer network;
 - a plurality of agent queues commands entities that relate the plurality of agent queues entities with specific agent commands and agent command outputs;
 - a plurality of agent command output entities that represent the agent command outputs;
 - a plurality of agent commands entities that represent the specific agent commands to be executed by the intelligent agents; and

a plurality of agent queue mutex entities that serve as a locking mechanism to prevent an agent from attempting to execute commands on a busy device until the device is no longer busy.

3. (Currently Amended) ~~The data model of claim 1, further comprising:~~ A queues data model for interacting with intelligent agents that perform tasks on a computer network by relating a list of tasks to be performed by the intelligent agents with specific agent commands and agent command outputs, said data model comprising:

a plurality of agent queues entities that represent a list of tasks to be performed by the intelligent agents on a computer network;

a plurality of agent queues commands entities that relate the plurality of agent queues entities with specific agent commands and agent command outputs;

a plurality of agent command output entities that represent the agent command outputs;

a plurality of agent commands entities that represent the specific agent commands to be executed by the intelligent agents; and

a plurality of agent command mutex entities that serve as a locking mechanism for preventing an agent from executing more than a single queue at a given time.

4. (Canceled)

5. ~~The data model of claim 4,~~ A data model for relating commands and command outputs of intelligent agents of a computer network with queues associated with the intelligent agents, comprising:
a plurality of agent queue command entities for relating agent queues to agent commands and agent command outputs;
a plurality of agent queues entities representing said agent queues, which are a list of tasks to be completed by an intelligent agent on a computer network;
a plurality of agent command output entities representing said agent command outputs; and
a plurality of agent commands entities representing said agent commands
wherein the agents are prevented from executing more than a single queue at a given time by a plurality of agent command mutex entities, and wherein the agents are prevented from executing queues on devices that are already busy, thereby preventing a device from executing more than a single queue at a given time.

6. (Canceled)

7. (Currently Amended) ~~The data model of claim 6, further comprising~~ A queues data model for characterizing the interaction of queues entities, comprising:

a plurality of agent queues entities;

a plurality of agent queue commands entities;

a plurality of agent command output entities;

a plurality of agent commands entities;

a plurality of agent command text entities; and

a plurality of agent queue mutex entities that serve as a locking mechanism by signaling to agents that a particular device is currently busy.

8. (Currently Amended) ~~The data model of claim 6, further comprising~~ A queues data model for characterizing the interaction of queues entities, comprising:

a plurality of agent queues entities;

a plurality of agent queue commands entities;

a plurality of agent command output entities;

a plurality of agent commands entities;

a plurality of agent command text entities; and

a plurality of agent command mutex entities that serve as a locking mechanism to prevent an agent from attempting to accomplish more than one task at a time.

9. (Canceled)

10. (Canceled)

11. (Canceled)